User Manual – v1.1

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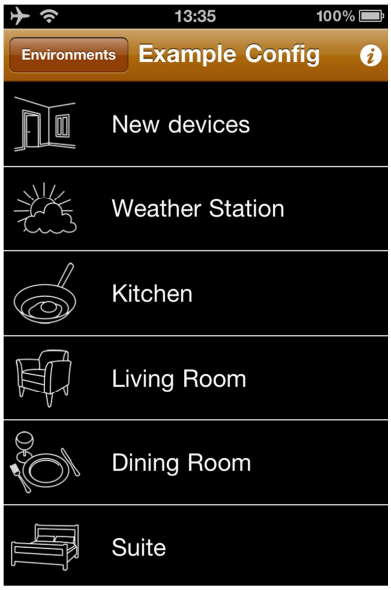
Configuration

If you have never used your iPad, iPhone or iPod before, first of all you must download and install iTunes and configure the device according to the instructions that will appear in your screen. Once linked the IPad/iPhone/iPod with your iTunes Store account, it is time of installing the application.

Download houseinhand® from App Store for free.

Now, the application will execute in demonstration mode. You can see a sample of the interface and navigate through the menus, but not controlling your house.



So that houseinhand® allows you to control your house, you must transfer two files:

- xxxxxxx.**cfg**: This file contains the necessary configuration information for the application to recognize your house.
- zzzzzzz.**hih**: This file is the license.

The configuration file can be shared by several people as long as they want to control the same house, with the same room and device structure.

In the case that not all of the family/company members need to be able to control the same rooms of the house/office, it will be necessary to create a configuration file for each one of them.

The license file is referenced to the UDID (unique identifier number of each device) in a way that it will not be able to be shared. The license file only works for the device it was created for.
In order to transfer the files to your device, the method File Sharing will be used.

1 Open iTunes.
2 Select the device you want to configure in the left side bar.

3 Select the Applications tab.

4 Get help from the scrolling bar in order to navigate towards the lower part of the window until you find ‘File Sharing’ and click in houseinhand®.

5 Click in the button ‘add’ and select the files.

That is all. Next time you start houseinhand® in your device, the application will recognize your house and it will be ready to control it (see multitask section).

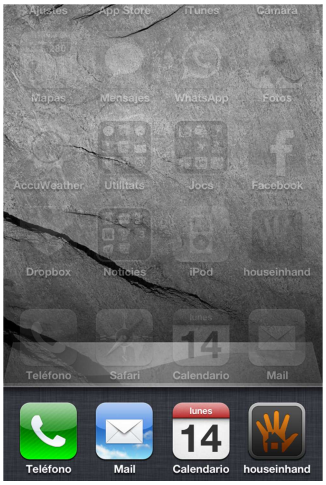
Multitask

The application supports multitask in iOS 4 or superior. This will allow that when you exit the application and start it again, it will be just right where you left it.

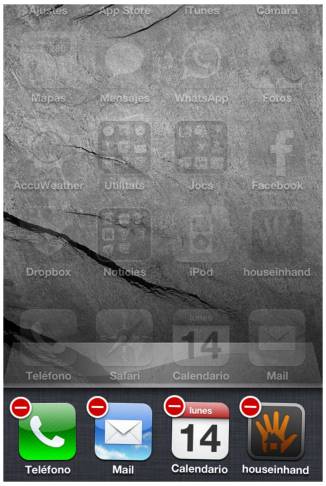
However, whenever you make a change in the configuration files you will have to close the application completely so that they have effect.

To close the application completely:

- Press twice the Home button (physical button in the lower part of your device).



- Once the multitask bar is opened, keep the finger on any of the icons until they start to tremble.



- Press on the red button that appears in the houseinhand® icon and the application will close completely.

Connections

Local connection

In order for the application to allow you to control your house, you need to have a connection with a KNX/IP Router or Gateway.

By default, the application does not require to know the IP address of the KNX/IP Router (autodiscover IP comes enabled).

In some concrete cases, it is possible that you prefer assigning a manual IP because of safety issues or for the maintenance of your local network area.

You can change between both modes accessing the application 'Settings' available in your iPad/iPhone/iPod and selecting houseinhand.

In addition, it is possible to configure two different manual IP addresses.

If the IP autodiscover switch is at 0, as in the previous illustration, the application will connect using the IP address introduced in the IP manual, depending on the switch of “Use main IP " being at 0 or 1. In the previous illustration the application would connect to *houseinhand.dyndns.es*

On the contrary, with the switch of using main IP at 1, the application would connect to the IP *192.168.1.30.*

Finally, in case the autodiscover switch is at 1, the application will find the IP, without needing to configure it manually.

Remote connection

Houseinhand® allows you to control and visualize the status of your house remotely. In order to carry out such a connection, it is necessary to connect through a private virtual network (VPN).

In the case of connecting via VPN, it is necessary to assign the **IP manually.**

Once the VPN server is configured, you must follow these steps to connect from outside your house.

1. Make sure you have an active connection to Internet (Wi-Fi, 3G…)
2. Enable the VPN

3. Make sure of you have configured the IP of the KNX IP Router manually, according to what is described in the section of local connection.

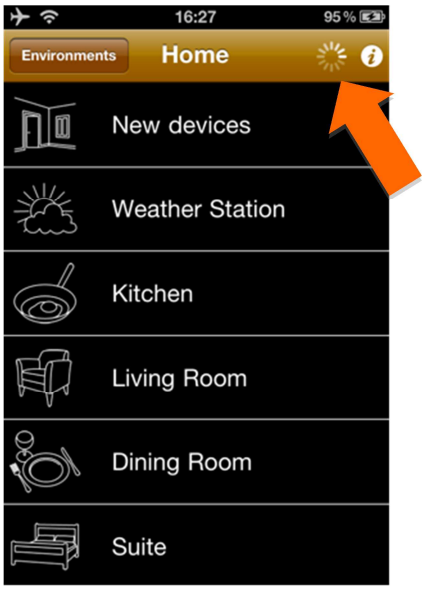
For further information about the VPN connections, consult the manual “VPN server configuration in the router” or ask your integrated services supplier (ISP).

Offline mode

It is possible that at some point you want to show the application to some friends but you do not have an active connection. In this case, the application will inform you that it cannot establish a connection.

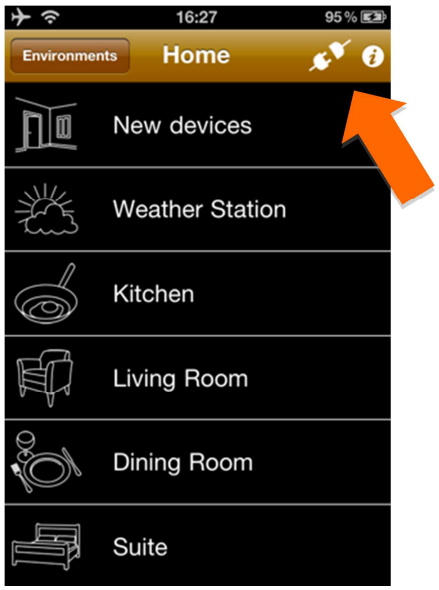
So that we avoid the continuous messages indicating there is no connection, you can press the button of working offline.

When the application is trying to connect, this icon will appear:



If the application has tried to connect 3 times unsuccessfully, this error message will appear:

If you press the button ‘working offline’ the application will not inform about the connection error anymore. From that moment on, the ‘connected’ icon will be replaced by the ‘offline mode’.



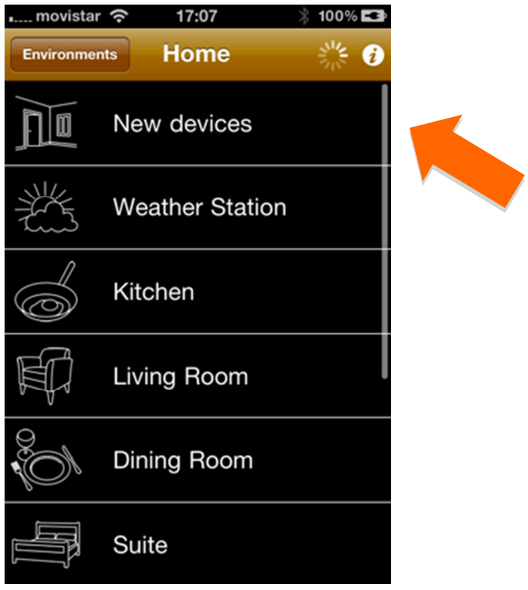
Next time you start the application the described process will start from scratch.

Interface general view

Scrolling

In most of the application windows, you may find more elements than the ones which can be shown due to the screen dimensions. In this case, it is possible to show the hidden elements sliding the finger vertically in some cases and horizontally in others.

In the case there are elements that cannot be shown, a scrolling bar will always appear indicating the position you are. This bar appears when you access the window and it automatically hides after 0,5 seconds. It only appears again in the case of sliding the finger. In case it does not appear, it means there are only those elements.

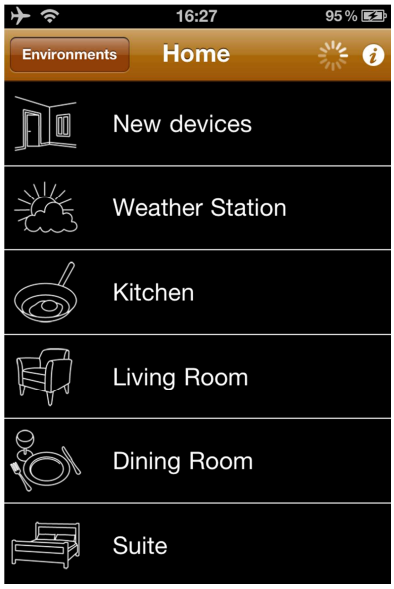


iPhone/iPod Touch

Levels

In the iPhone/iPod Touch, the interface is formed by two levels:

In the first level, the different rooms from your house appear together with 2 buttons situated in the upper bar: one about information and another about direct Access to the environments.

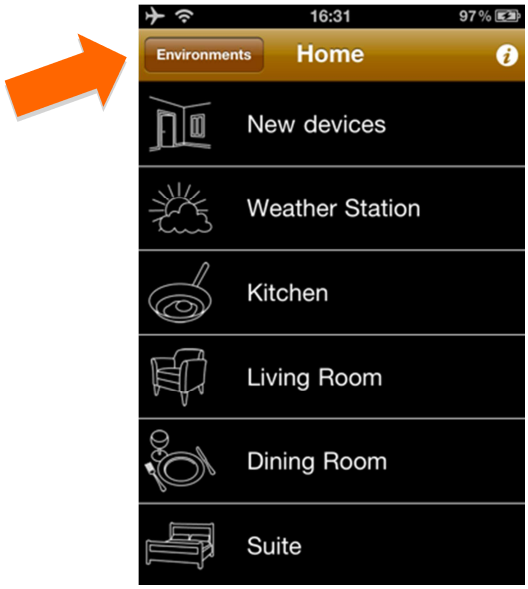


If you press in any of the rooms, a window will appear showing the devices that you can control in this room.

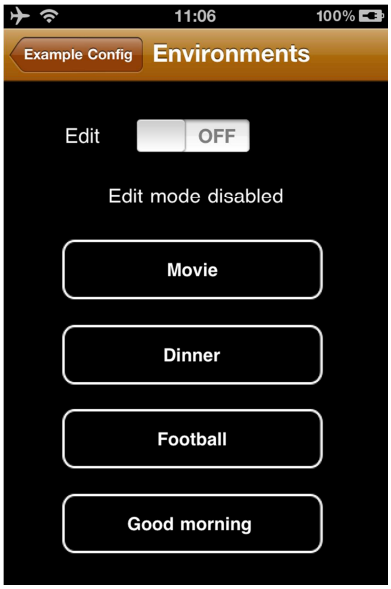
In the upper bar, you have a button called Home, if you press it you will get back to what we have previously defined as level 1 or rooms.

Environments

If you press the button Environments, a window will appear where you can predefine and use different environments created by the user.



You will be able to create, for example, the environment “I am leaving”, and configure that when you press that button all the blinds lift down, all the lights turn off and the garage door opens for you to get out.



Consult the section “Environments” for further information about the environments configuration according to your needs.

When pressing again the button called Start from the upper bar, level 1 will appear again.

Information

If you now press the information button situated in the upper right bar from level 1, this window will appear:

17:23
100%
Home
Information
Houseinhand has been developed by Apel Electrónica S.L. in collaboration with Jung Electro Ibérica S.A.
This building has been configured by:
KNX_professional
You can find more info in our oficial web page:

In this window, you can find links to the houseinhand® official web site and the Jung Electro Ibérica S.A. official web site.

If you press on the links, a Safari window with the site opened will appear.

In this web site, the integrators can have their logotype and a link to their web site. This can be very useful if you decide to change the room configuration some day, or to solve any problem or even recommend it to a friend.

iPad

General

The iPad interface is different from that of the iPhone/iPod Touch. Due to the bigger screen, the interface has been optimized to make it more comfortable and fun.

When the application starts, a window like this will appear:

In order to change the room you want to control, you only have to press on the corresponding icon (those of colors). In case of having more rooms configured than those which can be seen, sliding the finger horizontally (in the zone where these buttons are placed) they will be appearing.

By means of a white luminous flange, we are indicated which is the active room in that moment (in this case the living room).

Just right above the rooms, different devices appear. In this case there appears a viewer of temperature and two adjustable lights. As in the rooms, if there were more configured devices than those which can be seen, only sliding the finger vertically, they will be appearing.

Images

The wallpaper images of the different rooms can be configured by the user. Depending on whether the device is an iPad with camera or not, the options will be different.

In the case of an iPad with no camera, the button in the upper right corner will allow you to modify the wallpaper.

Now you can navigate through the available photo libraries in your iPad and choose the one you like the most.

In addition, the button indicated with a wastebasket will allow you to erase the current image.

NOTE: For the interface not to get heavy, we recommend the images imported to the device have a size of 1024x748 pixels.

In order to be able to scale the images from Windows®, you can use this free program: Download link image resizer

If you are a Mac® user, you can do this with the Preview application installed by default in your operating system. Launch the application Preview, and in the upper menu click in Tools -> Resize, change cm for pixels and write 1024x748.

In the case of having an iPad with camera, it is possible to take directly the picture of the scene, using the preview mode in real time.

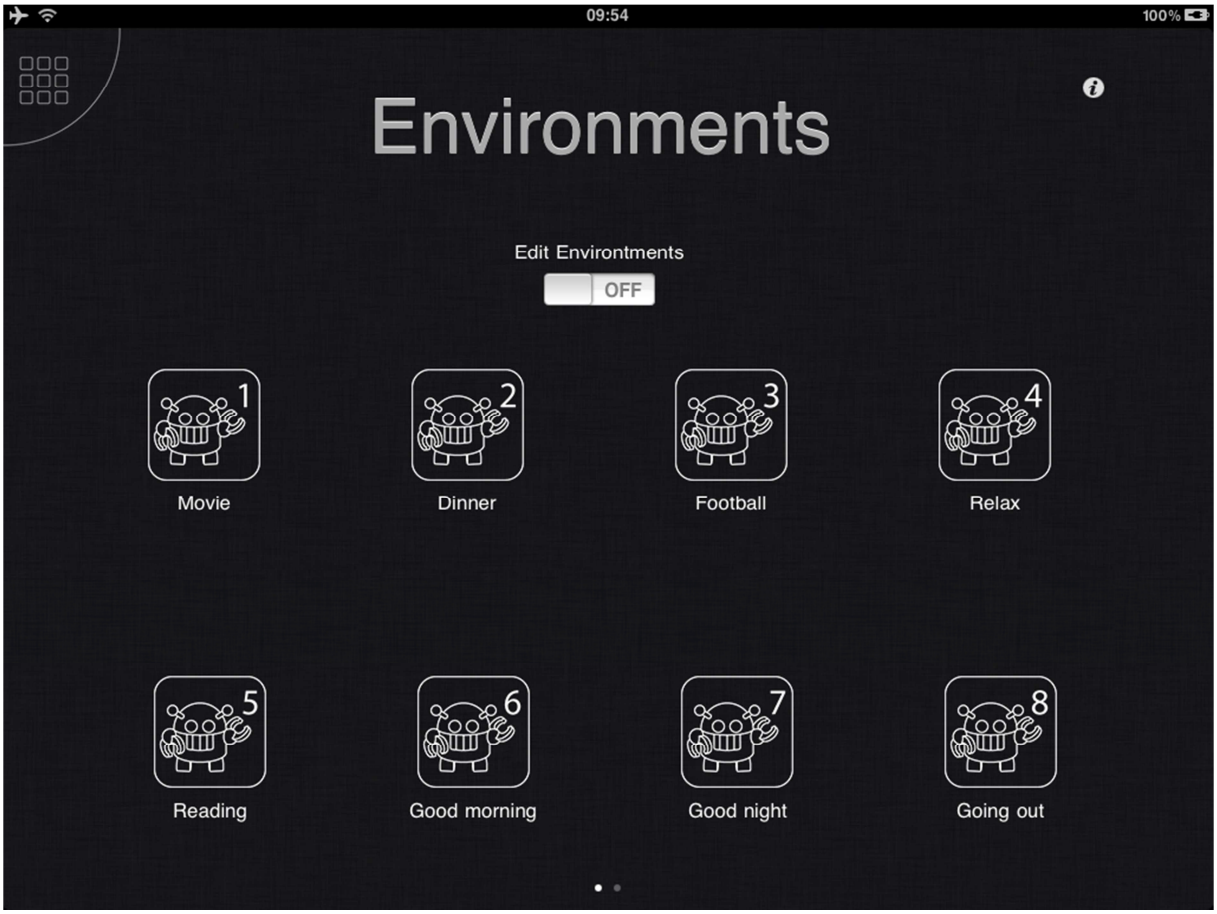
For that purpose, press the camera icon in the upper right corner. The wallpaper will transform in the video sign which the iPad camera captures. In this mode, it is

possible to move through all the application interface, operating devices and changing rooms.

Once the wallpaper you want is ready, press the indicated button to memorize the wallpaper image.

Environments

When pressing the button with the houseinhand® symbol situated in the upper left corner, the environment window will appear:



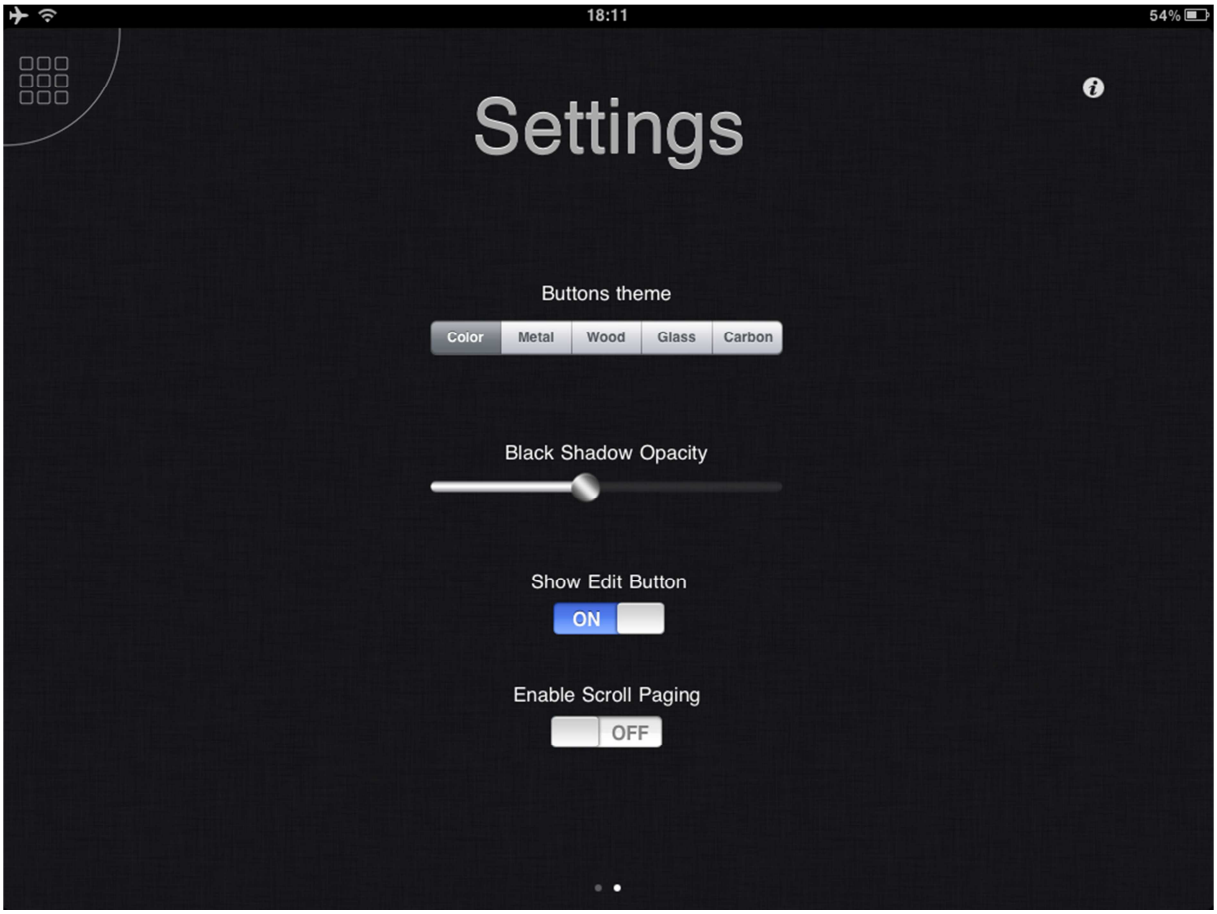
As it is been explained in the section iPhone / iPod, you could create the environment “I am leaving”, and configure that when you pressed that button all the blinds lowered down, all the lights turned off and the garage door opened so that you could leave your house.

See the section “Environments” to obtain more information about the environment configuration according to your needs.

To come back to the previous window, press the button in the upper left corner.

Settings

If you slide your finger from right to left (being in environments) a settings window will appear. Here, you will be able to change between the 5 available themes (color, metal, wood, glass and carbon fiber).



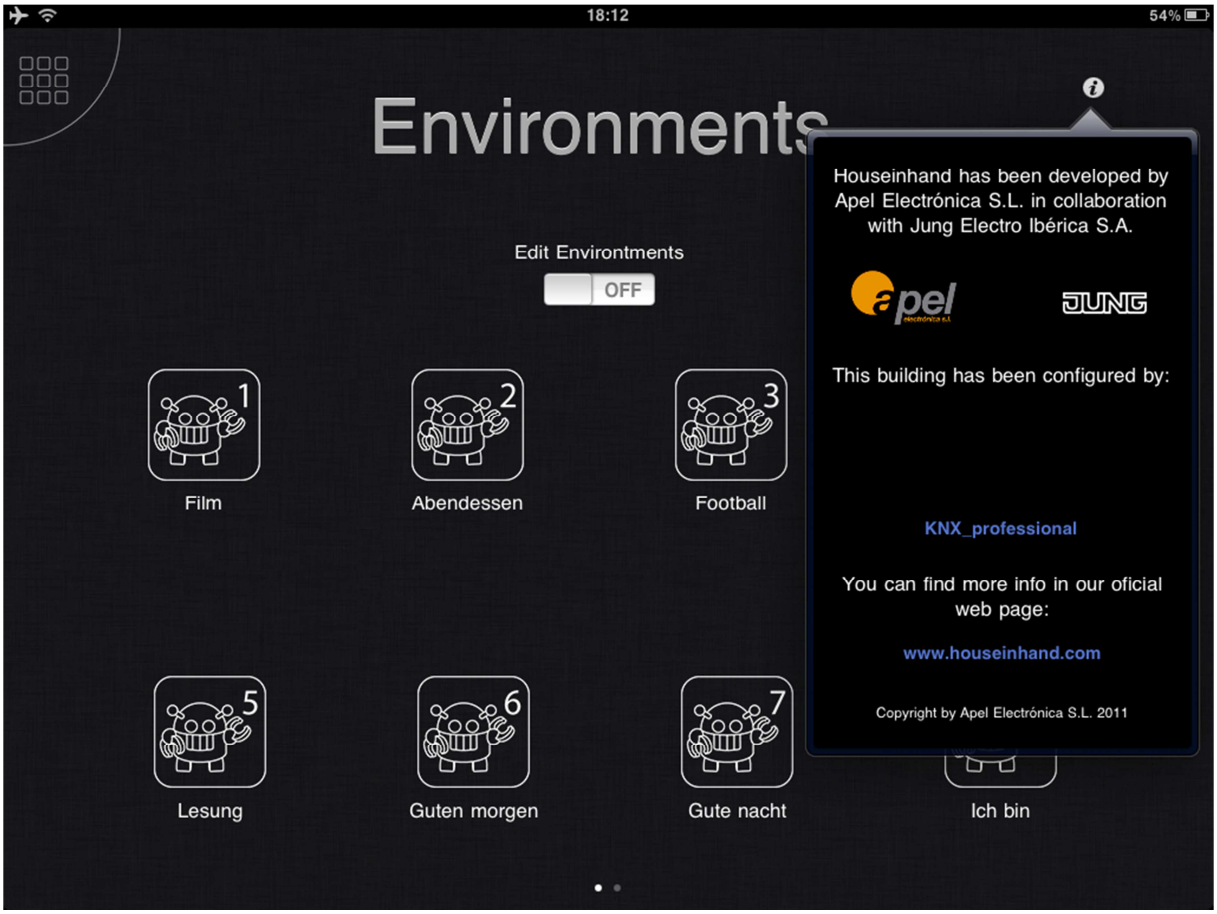
You will also be able to adjust the shadow opacity of the rooms. This is very useful if the images you are using for the rooms are very white. In this case, it is possible that it is hard to see the devices since they are also white. Incrementing the shadow value of the image, it gets darker and you can see the devices more clearly.

Once configured the camera buttons available in the room level, they may bother. Changing the switch to 0, you will be able to make those buttons disappear. If later on you want to change the images again, you just have to go to settings and choose the switch 1.

Finally, it is possible to enable and disable the pagination. This pagination is helpful to move among the devices and/or rooms. For example, if you have more than 10 devices in a room and you want to access the last one, you must move your finger vertically a lot of times depending on the inertia. With this option enabled, every time you make a displacement, you will advance from 3 to 3.

Information

In the Environments window as well as in the settings, there is an information button in the upper right corner. Pressing that button an information window will appear:



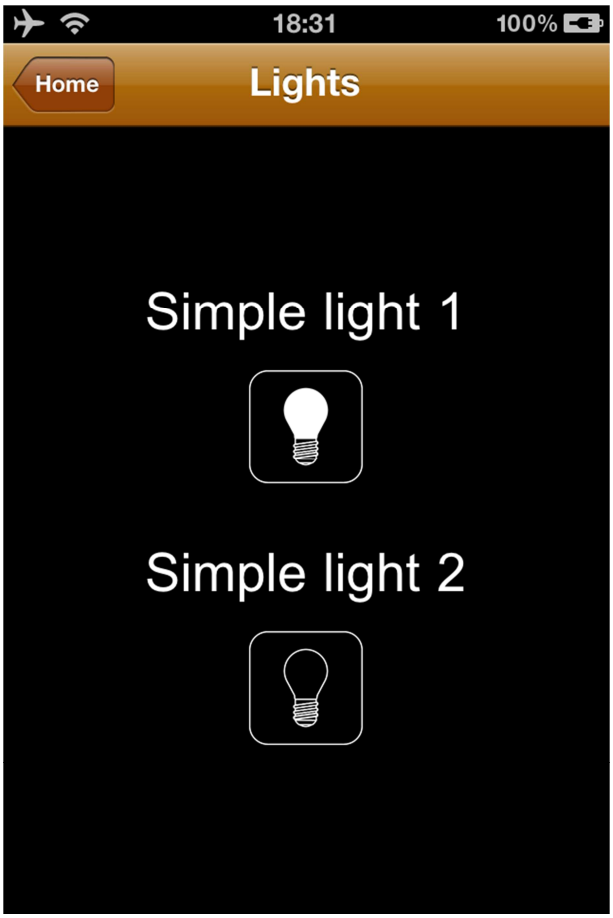
In this window you can find links to the houseinhand® official web site as well as the one of Jung Electro Ibérica S.A.

If you press on the links, an open Safari window will appear.

In this page, the integrators can have their logotype and a link to their web site. This can be very useful if some day you decide to change the room configuration, solve any problem or even recommend it to a friend.

Lights

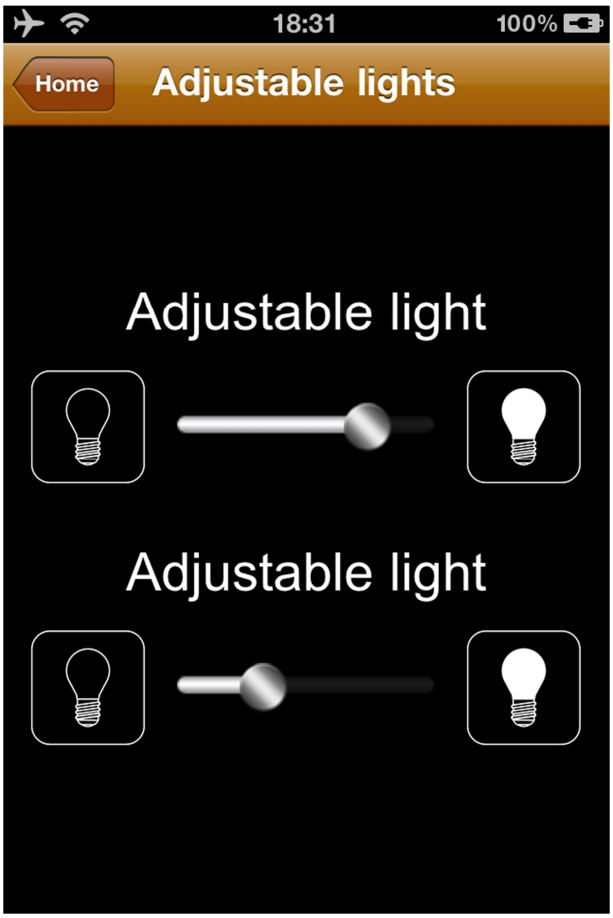
Simple lights



In a simple light there are two possible actions:

- **On**: To turn off the light, press the button when it shows the light as turned off.
- **Off**: To turn on the light, press the button when it shows the light as turned on.

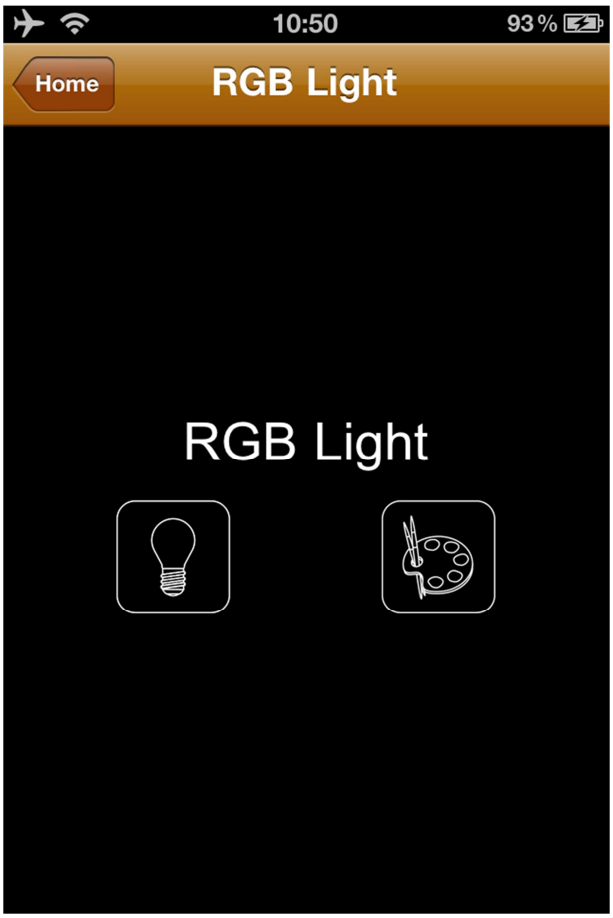
Adjustable light



In an adjustable light, there are 3 possible actions:

- **Turned off**: To turn off the light, press the button with the light off.
- **Turned on to the maximum**: To turn on the light to the maximum, press the button with the light off.
- **Adjustment**: To adjust the light, slide the metallic ball along the horizontal axis to adjust according to the wished value (in the previous image, the upper light would be approximately at 80% while the bottom light would be a bit less than 40%).

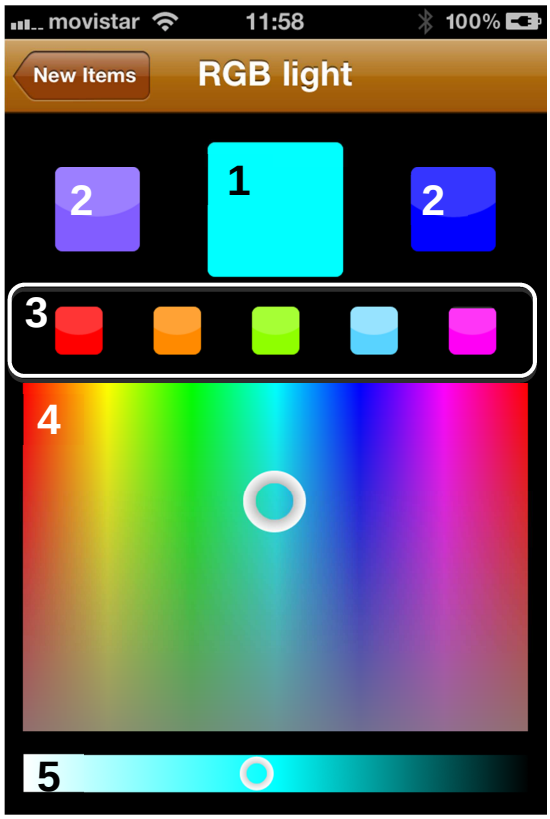
RGB Light



In a RGB light, there are 2 possible actions:

- **Turn off**: To turn off the light, press the button with the light off.
- **Select color**: To select the wished color, press the button with the painter palette.

When pressing the painter palette a new window as the following will appear:



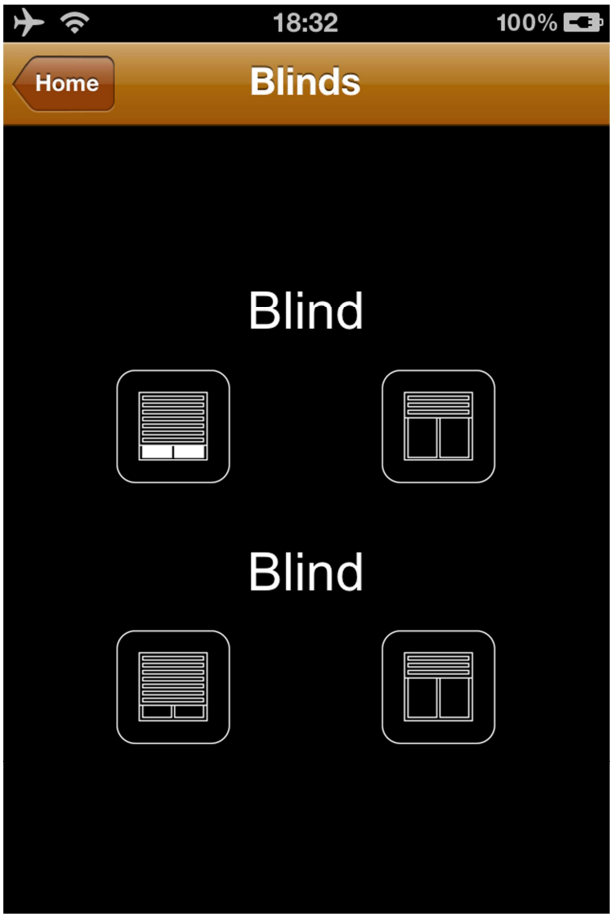
In this window, you will be able to select directly the color you want, or if you prefer so, activate one previously saved.

The elements available in this window are the followings:

- **1**: Preview of the selected color.
- **2**: Predefined and modifiable color by the user. These two colors are **unique** for each RGB device and you can personalize them with a long pulse on the color to modify (in the iPhone a terminal vibration will indicate you that the predefined color has been modified). To activate the configured color tap on the box that you want.
- **3**: As in the previous case, these are predefined and modifiable colors by the user. However, differently from the two big boxes, these five color (ten in the case of the iPad) are **shared** by all the RGB devices of the application and they can be personalized with a long pulse on the color to modify (in the iPhone a terminal vibration will indicate you the predefined color has been modified). To activate the configured color tap on the box that you want.
- **4**: Color palette. Slide the indicator over the whole palette to modify the wished color.
- **5**: Bar for the brightness adjustment of the selected color.

Blinds

Simple blind

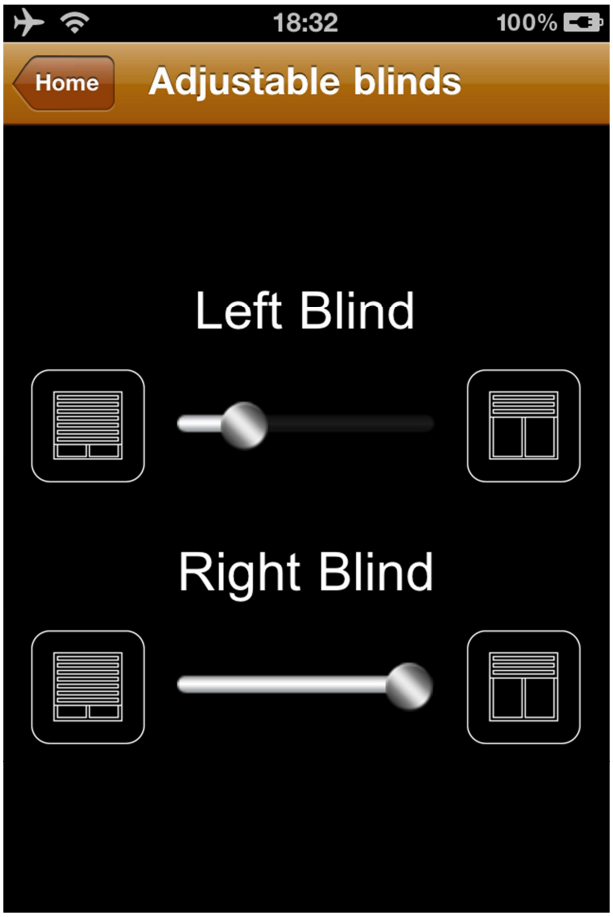


In a simple blind there are two possible actions:

- **Short operation**: If you do a short pulse (less than 0.5s) and the blind is moving, it will stop. In some cases, depending on the programming of the house, the blind will advance a small stretch in the direction you indicate.

- **Long operation**: If you do a long pulse (more than 0.5s), the blind will advance until it finishes its trajectory or until you indicate it to stop (pressing any of the two buttons). When you do a long pulse, the pressed button remains “on”. In the previous image, a long pulse for lowering the upper blind has been carried out. If you press the button one more time (a short operation while it is on), the button will turn off and the blind will stop.

Adjustable blind



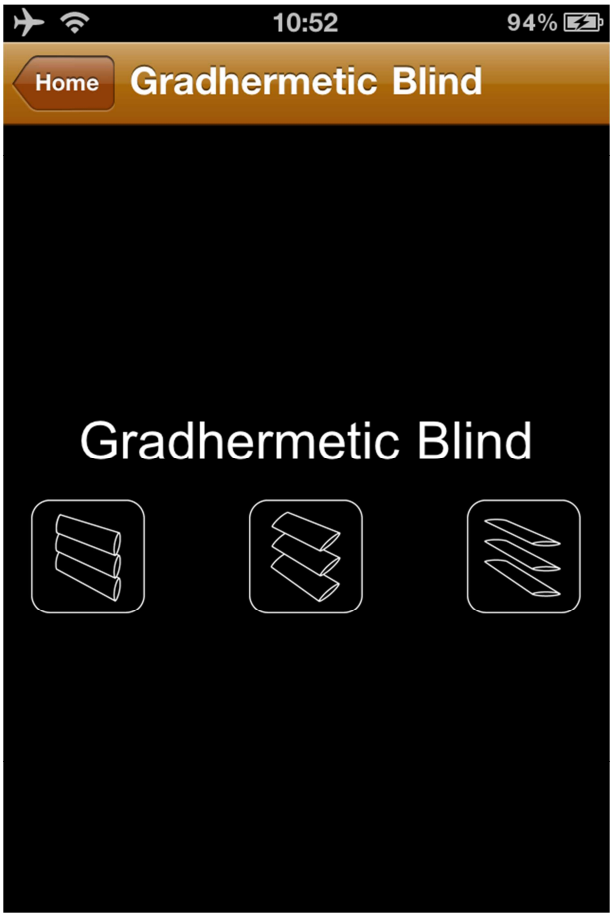
In a simple blind there are three possible actions:

- **Short operation**: If you do a short pulse (less than 0.5s) and the blind is moving, it will stop. In some cases, depending on the programming of the house, the blind will advance a small stretch in the direction you indicate.

- **Long operation**: If you do a long pulse (more than 0.5s), the blind will advance until it finishes its trajectory or until you indicate it to stop (pressing any of the two buttons). When you do a long pulse, the pressed button remains “on”. In the previous image, a long pulse for lowering the upper blind has been carried out. If you press the button one more time (a short operation while it is on), the button will turn off and the blind will stop.

- **Adjustment**: To adjust the position of the blind to a concrete value, slide the metallic ball along the horizontal axis to adjust according to the wished position (in the previous image, the Adjustable Blind 1 is a 25% up and the Adjustable Blind 2 is completely lifted up).

Gradhermetic Blind



In a Gradhermetic blind there are three available actions:

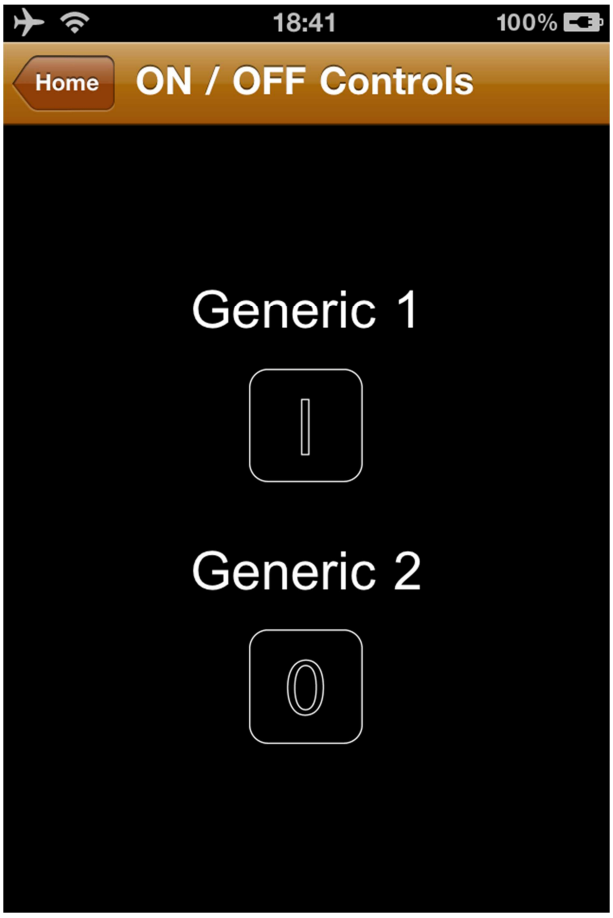
- **Lifting down blinds / Close slats**: If you do a short pulse (less than 0.5s) on the left icon, the blind will lift down, or in case of being in basculation mode, the slats will slightly close. In case of doing a long pulse, you will force the blind to get out from the basculation mode, lowering the blind completely.

- **Lifting up blinds/ Open slats**: If you do a short pulse (less tan 0.5s) on the right icon, the blind will lift up, or in case of being in basculation mode, the slats will slightly open. In case of doing a long pulse, you will force the blind to get out from the basculation mode, lifting up the blind completely.

- **Stop / Pass to basculation:** If you do a short pulse (less tan 0.5s) on the central icon, the blind will stop the up/down movement it was doing. In case of doing a long pulse, you will force the blind to enter the basculation mode.

Generic controls

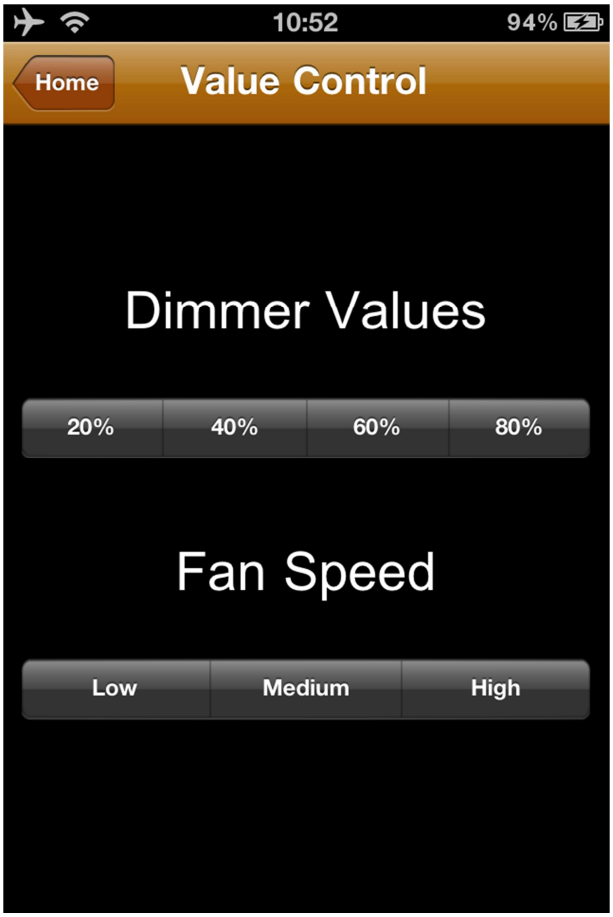
ON / OFF Control



In an ON/OFF control there are 2 possible actions:

- **On**: To turn off, press the button when it shows a 1.
- **Off**: To turn on, press the button when it shows a 0.

Value control

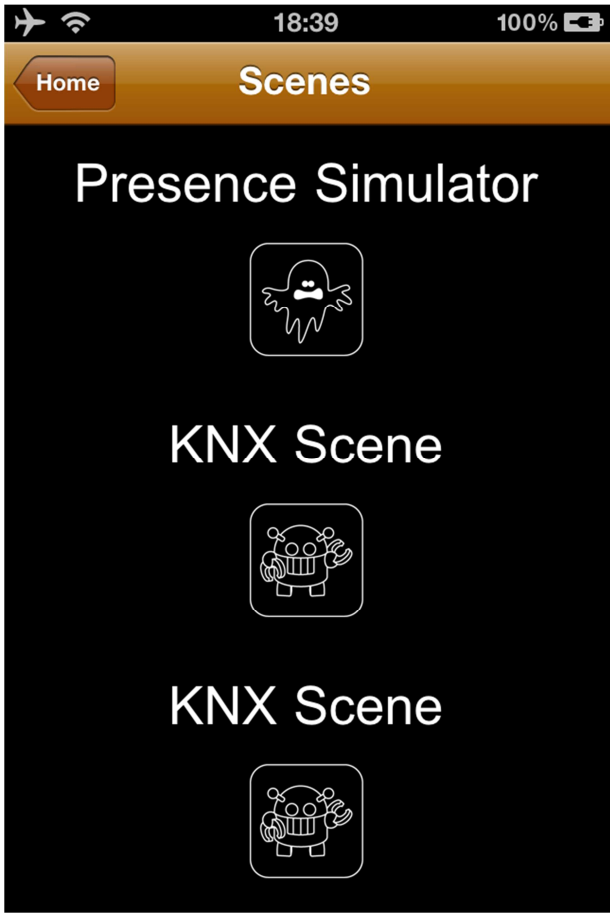


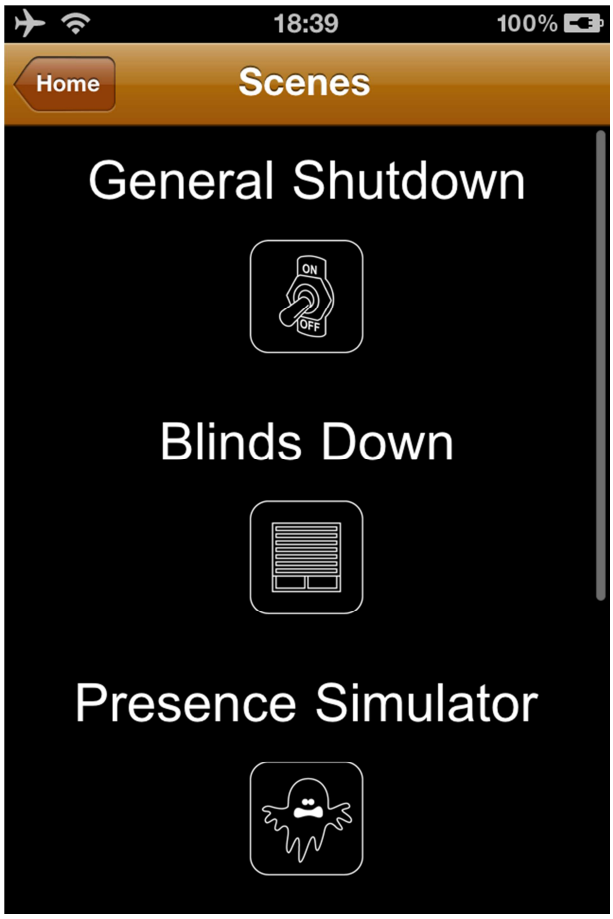
In the generic value control there can be until 5 possible actions.

To activate the wished action, press the corresponding piece of segment.

For instance, in previous image, pressing any of the segments, we would adjust an adjustable light to the indicated ten per cent.

KNX Scenes and central functions





In many installations, the home automation integrator leaves a series of actions over the house programmed: KNX scenes and central functions.

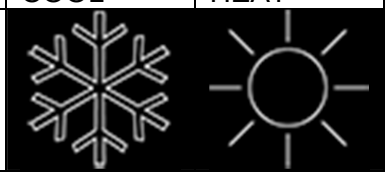
Houseinhand® has support for these types of functions. To operate them, you just have to press the corresponding button.

Climate

Houseinhand® allows changing among the different climate modes and showing the current temperature.

In the house programming function, it is possible for priorities to exist and that houseinhand® tries to change the mode but the thermostat does not modify it. That is why not always the selected mode will correspond with the image.

MODE	COMFORT	STANDBY	NIGHT	EXTREMES	BLOCKED
ICON					

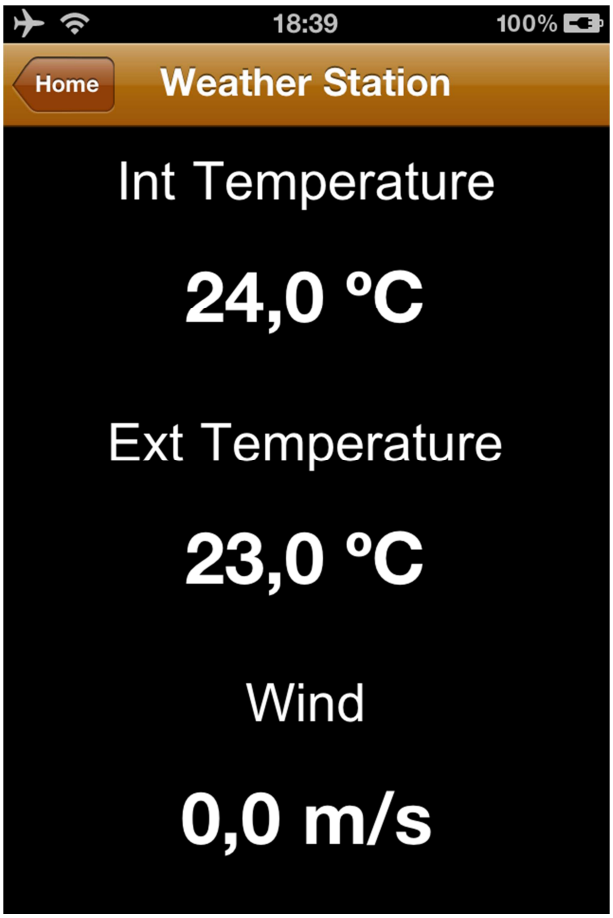
MODE	COOL	HEAT
ICON		

Set-point temperature adjustment

In a set-point temperature adjustment there are 2 possible actions:

- **Turn down temperature**: When pressing on the indicator '-', you will turn down the temperature half a degree centigrade.
- **Turn up temperature**: When pressing on the indicator '+', you will turn up the temperature half a degree centigrade.

Meteorological station (Viewers)



Houseinhand® also offers support for the visualization of meteorological stations. In this case you do not have to press any button, they are just indicators of different magnitudes: rain, wind, light and temperature.

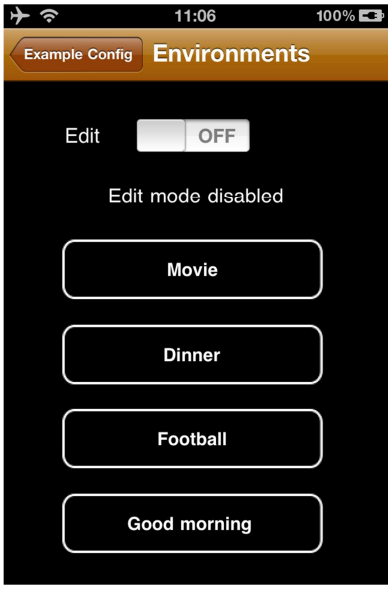
Environments

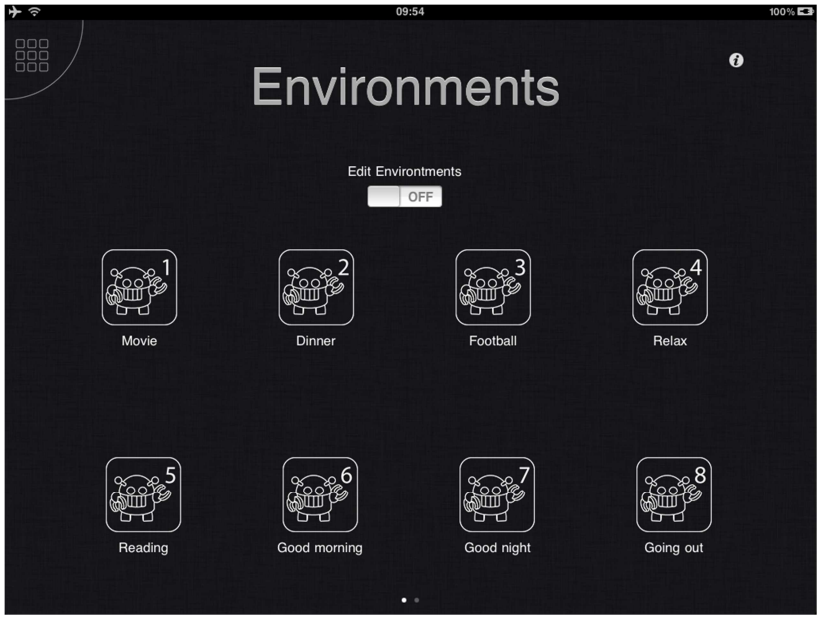
One of the functionalities which makes houseinhand® unique is their environments.

The environments are, essentially, the same than a KNX scene but with the difference of being able to be configured and modified by the user as many times as he/she wishes.

They are present in the iPad application as well as in the iPhone/iPod Touch application.

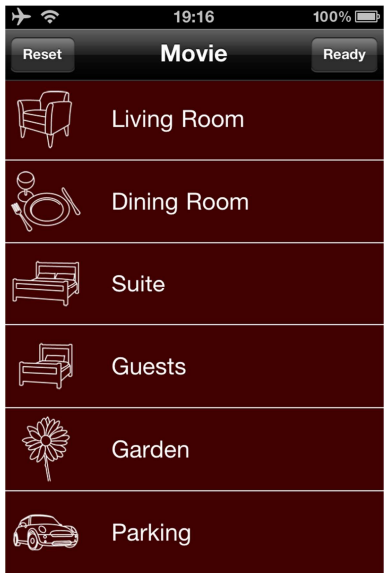
As we have previously shown in the Interface General Vision chapter, the aspect they have is the following:





In the two previous images, the edition switch is at 0. This indicates that the edition mode is disabled, that is why if you press in any of the environments and this is configured, the environment will reproduce.

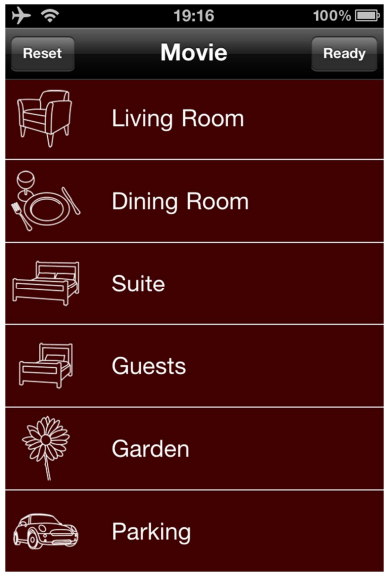
In the case of activating the edition switch, if you press on one of the environments, the configuration of this one will proceed:



NOTE: When the edition mode is enabled, a button called Delete All appears, if you press it, you will delete all the environments. The red wallpaper indicates that the edition mode is selected.

Configuration

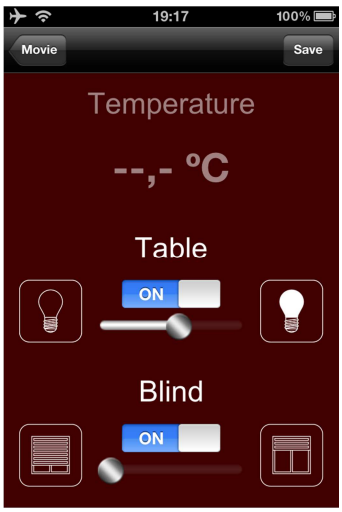
Once you enter the edition mode and you press on one of the environments, a window like this will appear:



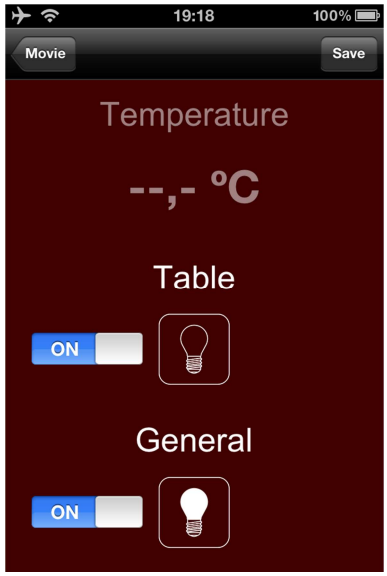
NOTE: The Delete button situated in the upper left bar only deletes the environment that is being modified.

You can enter the different rooms configuring the elements you want in each of them. When accessing each room, the environment will reproduce (in case of being previously configured), allowing to modify the wished values while the environment that is reproducing is being configured.

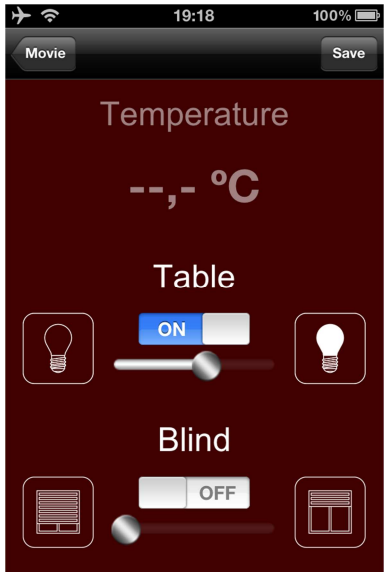
The switch at 1 (ON) means that the corresponding device will become part of the environment configured, allowing modifying the value that it will take in case of being enabled. In the case the switch is at 0 (OFF) the element will not interact with the environment that is being configured.



In the previous image, you can observe that when the “Movie mode” environment enters in action, the table light will be at 75% and the adjustable blind will remain totally lifted down.



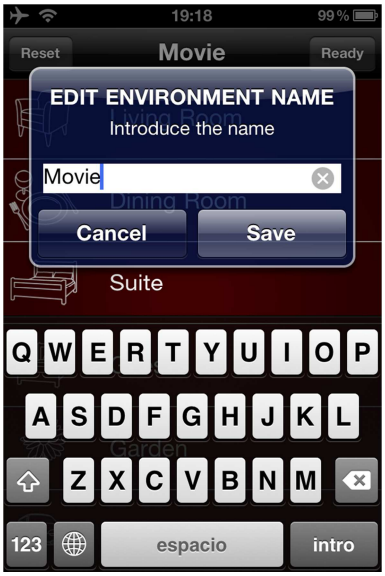
In this other image belonging to another room, you can observe how the general light turns off and the table light will turn on.



In this other image belonging to a third room, we can observe how the table light will be at 50% but the adjustable blind will remain intact, since the switch is at 0 (OFF).

NOTE: Every time you enter a room and the devices are configured and verified, you have to press the button record situated in the upper right bar. On the contrary, if you do not want to save, you can go back with the button situated in the upper left bar.

Once the different actions in the different rooms are recorded, it is time to press the button Ready. This dialogue will appear:



If you want to store the configuration, you must write the name and press Save. On the contrary, if you do not want to save the changes, press Cancel and you will get back to the main environment menu.